WINTER/SPRING 1988 VOLUME 4, NUMBER 1

Brøderbund news

Where in Europe is Carmen Sandiego?

You tracked her in Tokyo. Spotted her in San Francisco. And lost her trail in New York City. Now you've learned that she's up to her devilish deeds again, and you're flying first class to Brussels to discover *Where in Europe is Carmen Sandiego?*™

The chase is on once more, in this sequel to the award-winning *Where in the World is Carmen Sandiego?*® and *Where in the USA is Carmen Sandiego?*™ available for Apple® (128K) and MS-DOS® (256K), and coming in May for Commodore® computers. Carmen and her gang have been pulling off some of the most daring heists in history, purloining millions in crown jewels, priceless antiques and Impressionist masterpieces. Your job: to find her, wherever in Europe she is, and put an end to her Continental capers.

Where in Europe is Carmen Sandiego? brings you all the suspense of the first two Carmen games, and adds its own European flair. Carmen's new band of accomplices leave only the most intriguing, and puzzling clues. There's Kim Chee, the parfumeur with a nose for the nest eggs of Europe's nobility. Concert pianist Claire d'Loon, whose fingers are quicker in pockets and purses than they are on the keyboard. And the long-legged Lotta Style, a fashion model whose life on the runway has turned into a life on the run.

This latest addition to the *Carmen Sandiego* series offers the same combination of fun and learning that made *Where in the World is Carmen Sandiego?* the Software Publishers Association's "Best Educational Product of 1987." At home, the entire family can take an informative tour of the Continent and delve into all sorts of Old World trivia. In school, students can use it to learn European geography and history in an interactive setting. And since the game increases in difficulty as players advance, *Where in Europe is Carmen Sandiego?* will intrigue everybody from the novice to the most seasoned and intrepid detective.

Where in Europe is Carmen Sandiego? includes even more entertaining features. There's an on-screen map of Europe to help you keep track of your travels. A database crammed with fascinating facts about European culture. A Crimestopper's Notebook, so you can devise your theories and keep track of your suspects' attributes right there on screen. And to orient you to the Occidental world, the game includes the Rand McNally® *Concise Atlas of Europe,* with color maps and a 34-nation gazetteer describing the cultures, customs, economies and people you'll encounter, as well as a special section on map making and a full index.

Scotland Yard couldn't stop her. Interpol has long since admitted defeat. So now, there's nobody better prepared than you to discover, once and for all, *Where in Europe is Carmen Sandiego?*

CARMEN STRIKES AGAIN!

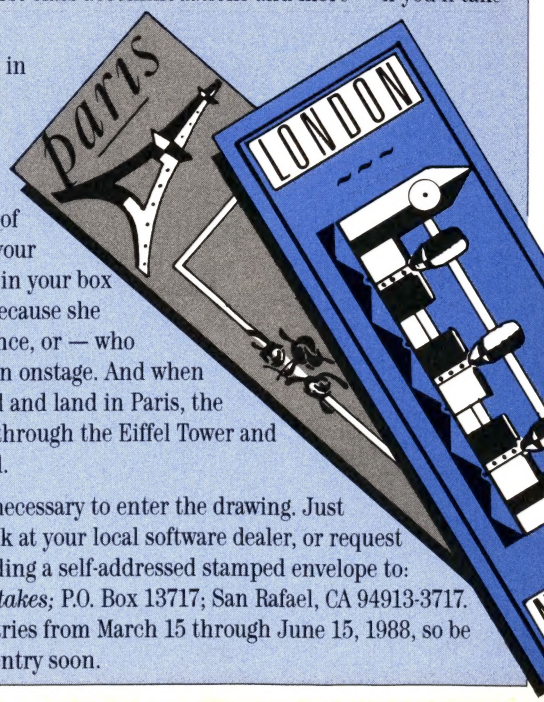
And Only You Can Strike Back!

GO TO EUROPE SWEEPSTAKES!

Win an Old World Trip for Two!

Here at Brøderbund we were delighted when Carmen popped in for a visit last year. Delighted, that is, until she walked off with "Brøderbund in Twilight Mist," our most precious company heirloom and an artwork worth untold millions.

Now, detective work has never been our strong suit, so we need some help tracking Carmen down. We're going to send one lucky sleuth and his or her guest on a ten-day trip to London and Paris. We'll foot the bill for expenses — airfare, first class accommodations and more — if you'll take the case.



You'll spend four days in London, where you'll tour Buckingham Palace, and Westminster Abbey as you look for traces of Carmen's trail. Keep your eyes peeled as you sit in your box at a West End show, because she could be in the audience, or — who knows — perhaps even onstage. And when you cross the Channel and land in Paris, the search will continue through the Eiffel Tower and Notre Dame Cathedral.

There's no purchase necessary to enter the drawing. Just pick up an entry blank at your local software dealer, or request an entry form by sending a self-addressed stamped envelope to: *Go To Europe Sweepstakes;* P.O. Box 13717; San Rafael, CA 94913-3717. We'll be accepting entries from March 15 through June 15, 1988, so be sure to send in your entry soon.

New from Origin Systems

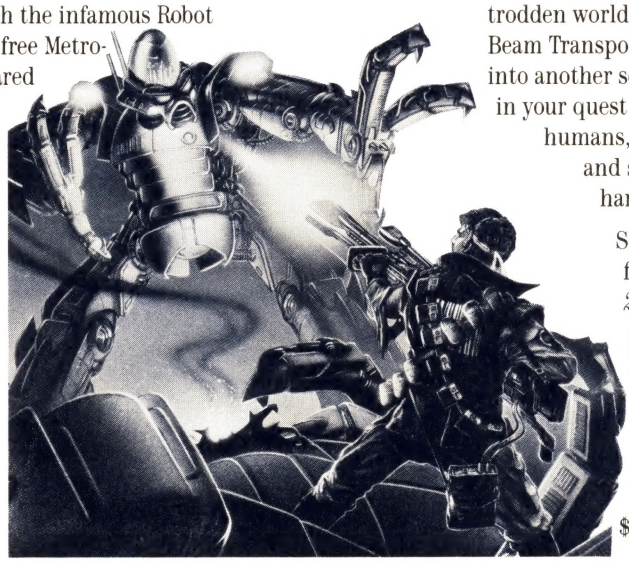
Fight For Freedom in 2400 A.D.

A lot can happen in 413 years. Mankind can explore the nether reaches of the galaxy. Establish outposts of exploration, learning and vibrant growth. And lose all it has gained to a tyrannical empire that crushes freedom beneath its cybernetic heels.

Play *2400 A.D.*™ on your Apple II+/IIe/IIc or IIGS and cast yourself into this future. You'll join a beleaguered band of human inhabitants in Metropolis — a research outpost for the United Stellar Council. The Tzorg Empire now dominates the city and polices it with the infamous Robot Patrol System. Although the Council has tried to free Metropolis from the Tzorgs' grip, those humans who dared resist are in prison. Or dead. Everyone else is under the Robots' relentless scrutiny. Except you.

You must infiltrate the Authority Complex of the Robot Patrol System and deactivate the computer that controls the Robots' actions. Render them powerless, and humanity may have a slim hope of survival.

The mission is difficult — some might say suicidal. But while you may be alone, you certainly aren't helpless. With your holoprojector you can create a duplicate image of yourself to confuse attacking Robots. Your video scrambler will blind those that target their victims visually.



And if you can find the Directive Overdrive in Robot Control, you'll be able to reprogram your foes to fight for you, and to foil the Tzorg Empire's insidious plans.

You'll speed through Metropolis' nine different levels using the subway and slidewalk systems to evade the 16 different kinds of Robots that stalk Metropolis. Or you can strap on your nuclear jet pack to move more quickly through this troubled, downtrodden world. If you find yourself cornered, the Beam Transporter will move you instantaneously into another sector of the city. And at every step in your quest you'll have the help of your fellow humans, who will provide the clues and supplies you need to keep out of harm's way.

So take a light-year leap into the future and explore the world of *2400 A.D.* On the outpost of Metropolis, you stand alone as freedom's last hope.

2400 A.D. from Origin Systems, Inc., for the Apple II+/IIe/IIc and IIGS has a memory requirement of 64K and a suggested retail price of $39.95.

SOFTWARE GIVEAWAY

WINNERS ANNOUNCED!

The Software Giveaway winners keep rolling in, with four lucky Brøderbund fans this time around. Dennis Lombardi of Salt Lake City, Utah, October's winner, chose *Where in the USA is Carmen Sandiego?* for his Apple. In November, Ronald Currie of Killingworth, Connecticut, won *Dazzle Draw* for his Apple. Jackie Ridings of Greenwood, South Carolina, our December winner, selected *Print Shop Graphics Library Disk 3* for her Apple. And in January, Captain Herbert Mayer of New York City won the chance to choose a Brøderbund package for his Apple IIGS.

To get your chance to win, just fill out the questionnaire card you'll find in every Brøderbund software package. There's no purchase necessary to enter, so if you prefer, you can write to us at *The Brøderbund News* and request a card.

Brøderbund's Envoys to the User-Group World

From user group meetings to computer conferences and trade shows, our staff of product specialists travels across the nation demonstrating Brøderbund's entire line of software. They answer questions about product features and compatibility, address comments and suggestions about Brøderbund software, and make new friends in the world of computing every day.

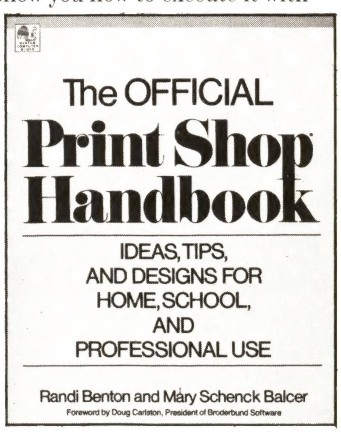
If your user group holds meetings with 75 or more members in attendance, we would like nothing better than to visit you in your home town. To arrange a visit, you can call Brøderbund at 1-415-492-3200 and ask for the sales department.

The Official Print Shop Handbook

All New Ideas For An All Time Favorite

In 1984, Brøderbund introduced *The Print Shop*® and gave birth to a legend. Three years and over a million copies later, *The Print Shop* has become the hands-down favorite in homes, offices and schools across the country.

Now, with *The Official Print Shop Handbook,* Brøderbund and Bantam Books™ have teamed up to help you explore the entire range of the program's capabilities. Crammed with entertaining graphic ideas, this sourcebook contains a host of new applications for *The Print Shop.* Business cards. Board games. Wrapping paper. You name the printing project, and easy step-by-step instructions will show you how to execute it with *The Print Shop.*


The OFFICIAL
Print Shop Handbook
IDEAS, TIPS, AND DESIGNS FOR HOME, SCHOOL, AND PROFESSIONAL USE
Randi Benton and Mary Schenck Balcer
Foreword by Doug Carlston, President of Broderbund Software

The Official Print Shop Handbook also teaches you tricks for mixing graphics and fonts. It includes powerful layout planning tools and grids, modified *Print Shop* graphics, and new designs for signs, banners and letterheads. There are even tips on creating your own original artwork.

So if you want to make the most of your *Print Shop,* pick up a copy of *The Official Print Shop Handbook.* It'll give you the ideas and the techniques you need to create even more knockout designs. To order *The Official Print Shop Handbook,* fill out the order form located on page eight of this newsletter and send it to Brøderbund Software-Direct, P.O. Box 12947, San Rafael, CA 94913-2947.

news

MEMORYMATE UPDATE

Because We Just Can't Leave Well Enough Alone

When we first introduced *MemoryMate*™, for IBM®/Tandy® and 100% compatibles, we were sure the product had a bright future. Ezra Shapiro of *BYTE*™ magazine called it a "master of scattered data." Michael Miller of *InfoWorld*™ referred to it more simply, as "a wonder." That's because *MemoryMate* takes random notes, jotted addresses and momentary inspirations and transforms them into a thoroughly indexed database. Just when you're feeling lost in your desktop litter, *MemoryMate* comes to the rescue.

As versatile as the program is, we couldn't resist responding to a few inspirations of our own. So the updated version of *MemoryMate* adds an entire range of new features to the original product.

A MemoryMate Refresher Course

Residing in memory behind your word processor, spreadsheet or other application, *MemoryMate* serves as an instant-access database, holding any type of record you choose to enter and indexing every word in that record. To retrieve a record, just enter any word or combination of words the record contains, and *MemoryMate* will search the entire database (at a rate of 80K per second) and provide a list of all records that have the word you specified. There are no "data fields" to create, or "record formats" to remember. Just organized information awaiting your command to appear.

MemoryMate Update Expands the Program's Appeal

In the new version of *MemoryMate*, you'll find all the simplicity of the original program, along with expanded size, additional power, and increased versatility.

New features include:

- A maximum record size that has doubled from 60 lines to 120.
- A database whose size is limited only by the size of your hard disk (up to 32 Mb) or the size of your version of DOS.
- Multiple databases that you can use to organize your information as you see fit.
- A "hot record" feature that allows you to retrieve commonly used records in one keystroke.

In addition, *MemoryMate* now provides easier and more flexible editing capabilities. You can cut or ditto words, phrases, lines or blocks. Or insert a new line below the current one. With new cursor-movement commands, you can page through records in the order you created them, to make the searching process as efficient as possible. And now marked text blocks are reverse-highlighted — something your tired eyes should appreciate.

The new *MemoryMate* also offers improved printing that allows you to print an entire series of records, the record on screen, or a marked block of text. With the "Memo" and "Special" printing commands, you can specify the margins, page lengths and spacing in your documents. And you can pause or cancel a printing job at any time.

To order your update, just send in the order form to the right along with $20 and your original program disk to Brøderbund Software-Direct at 17 Paul Drive, San Rafael, CA 94903-2101. And if you order the update within 90 days of your purchase of the original program, you can get your new disk free by sending in the order form, your old program disk, and a dated sales receipt.

What Type of Data Do You Deal In?

We'd like to hear how you use *MemoryMate* and your imagination to follow your chosen pursuits. So we're offering a free Brøderbund software package for a story about the most interesting and innovative use of the program.

As an example, consider the psychologist friend of ours who's doing some extended research into dream therapy. Whenever one of her patients comes up with a particularly interesting dream or nightmare, she jots down the details in a *MemoryMate* record. Then, when she wants to recall the record, she just enters one of the more memorable details of the dream (a three-headed dragon, a plane with no wings, a talking elephant), and in seconds she's got the information she needs for her work.

If you've got an interesting application for MemoryMate send in your stories to: *Amnesia Avoidance,* 17 Paul Drive, San Rafael, CA 94903-2101.

MemoryMate COUPON

Enclosed is my *MemoryMate* program disk, along with a check or money order for $20, credit card information, or a copy of the dated sales receipt for my program purchase. Please send me my *MemoryMate* update.

Name ☐ *Check/ Money Order*

Address ☐ *AmEx*

City *State* *Zip* ☐ *VISA*

Daytime Phone ☐ *MasterCard*

☐ *Dated Receipt*

(in case we have a question about your order)

Credit Card Number *exp. date*

Signature

(required for credit card orders)

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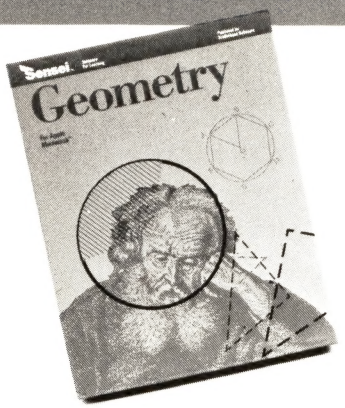


CONVERSION ANNOUNCEMENTS

Popular Packages Now Available for New Machines

Geometry™

for the Apple IIGS

Created originally for the Macintosh, *Geometry* by Sensei™ Software received the 1988 Award of Excellence from *Classroom Computer Learning* magazine and the Critic's Choice Award for Best Educational Software of 1987 from *Family Computing* magazine. And now, IIGS owners can also further their understanding of this fascinating subject.

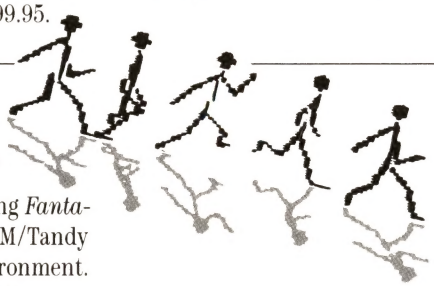
With over 350 problems, *Geometry* leads you through all the concepts of classic geometry, from acute angles to X and Y coordinates. You'll control interactive demonstrations on your IIGS screen, working with animated angles, circles and figures to see for yourself how the rules of geometry hold up under investigation. You'll also improve your problem-solving skills with help from *Geometry's* on-line hints, references and solutions, which are always available at the click of a mouse.

Perfect for home use or in the classroom, *Geometry* is a personal tutor that lets students learn at their own pace. You can review difficult concepts in depth, or move as fast as you like when the going is easy. Vivid animations make abstract theorems come to life. *Geometry* covers an entire year's worth of material and gives you a solid grasp of the subject's key concepts.

Geometry for the Apple IIGS has a memory requirement of 512K and a suggested retail price of $99.95.

Fantavision

for IBM and Amiga



At long last, the bestselling *Fantavision*™ has entered the IBM/Tandy and 100% compatible environment. What's more, a version for the Commodore Amiga™ is also available that will utilize all the fantastic graphics and sound capabilities of that machine.

Use your mouse or keyboard to create vibrant visual images. Then sit back in awe as your creations come alive on screen. Watch a sapling grow into a venerable old oak, or a tiny bird spread its wings and fly. With *Fantavision*'s animation capabilities, even beginners can create cartoons in breathtaking color and detail. And with *Fantavision*'s library of digitized sounds, you can add another dimension to your animated creations. Listen to the chirping of birds, the barking of dogs, or create sounds to match the characters and animals you've created on your own.

With a memory requirement of 256K on the IBM and 512K on the Amiga, *Fantavision* has a suggested retail price of $59.95.

File Edit Lesson Special Tests Results Type!-Athlon
Introducing the Keyboard
The home row is the "base" for typing.
- When you are not using a finger, keep it on its home row base
- Look at the keyboard on the screen, not your fingers

Type!

for the Macintosh

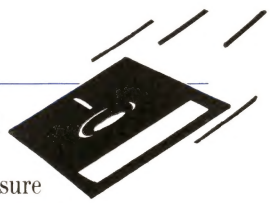
Every once in a while, a product comes along that sets a standard. It offers the most features in its class, the best design, and the best results. It gets attention. It deserves it.

Type!™ is just such a program. Unlike most other typing tutors on the market today, *Type!* uses engaging exercises with real words and sentences, rather than nonsensical (and boring) random-letter drills. Even further, *Type!* provides a sophisticated diagnosis of your typing skills, and shows you how you're improving by keyboard row, by hand and even by finger. It shows you where your mistakes most often occur and helps you correct them. Whether you're a first-time novice on the keyboard or an executive secretary looking to increase your pace, *Type!* is the coach you need.

Type! for the Macintosh has a suggested retail price of $49.95.

Many of you know how easy it is to order new programs and updates through Software-Direct. Whether you order by phone or by mail, we do our best to ship your package out as quickly as possible. But to ensure that kind of service, it's important to remember a few basic rules about ordering programs through the mail.

- Shipping and handling costs for a single product ordered through Software-Direct are $3.50. Each additional product requires $1.00 to cover mailing costs. Please be sure to take this cost into account when writing your check or money order for Software-Direct. (Our update and backup fees are set charges, and no other shipping and handling charge applies.)
- California residents are subject to 6% sales tax.
- Remember to include your daytime phone number with your order, so that we can contact you if we have any questions about your mailing address, hardware format, etc.
- Whenever you're requesting an updated program and including your original disks in the envelope, be sure to mail your order to Software-Direct at 17 Paul Drive, San Rafael, CA 94903-2101. By doing so, you'll save the disks from meeting a cramped and bended fate in the P.O. Box that we use for mail that does not contain fragile materials.
- Finally, the address for all new program orders is Brøderbund Software-Direct; P.O. Box 12947, San Rafael, CA 94913-2947.



Quality Assurance

Takes Testing to the Nth Degree

In the beginning, there was Testing: a group of high-school hackers and college-age computer enthusiasts. Joysticks in hand, they blasted, bombed, and laser-beamed their way through the arcade games that Brøderbund released in its early years. They were the bug-stompers — born to make programs crash.

Intrigued by stories about the Testing Department, we wove our way through the maze of Brøderbund's basement to join in the fun. But when we came to a door marked "Quality Assurance," it was clear that we'd come upon quite a different phenomenon.

Alan Mirviss, who heads up the Quality Assurance (Q/A) team, explains the change. "There's been an evolution occurring in the department," he said. "That's why you see the new name on the door. It's true that Testing started out as a games-oriented operation. But these days we have a much wider (and more professional) focus, because we work with every program that Brøderbund publishes. In the busy season that can be as many as 50 programs simultaneously."

Q/A: The Product Proving Ground

As Alan describes it, the Quality Assurance team has become an integral part of Brøderbund's production process. In Q/A, each newly developed program meets its first real-world challenge. Every one of its features, from user interface to functionality, is probed, and then pushed to its limit. In a sense, Q/A is where the programmer's concept becomes a reality for the first time, in the hands (and at the mercy) of a highly demanding user.

Q/A Manager Dave Davis explains the rigors of the testing process. "When we receive a program from a product manager, we log it in and begin a first round of testing that usually lasts about four days. Depending upon the target computer and type of program, we assign lead testing responsibility to two of our ten full-time Q/A technicians."

As Dave emphasizes, the Q/A technicians (or Quats, as they prefer to be called) are essential to the success of the testing process, because they actually uncover and identify any problems a program might have. Based upon their findings, the Q/A supervisors write up a Bug Report that can be anywhere from five to fifteen pages long. From there, the programmer and manager work to resolve the issues raised in the Bug Report, and submit the revised program for further testing. During four or five rounds of this process, each Brøderbund product undergoes nearly 300 hours of testing before Q/A "signs it out" as ready for release to the public.

Probing the Program's Potential

And just how do the Quats investigate a program? "We begin with the basics, and get more specific from there," says Q/A Manager Matt Thompson. "We start with what's sometimes called Destructive Testing. We'll see what the program does when the user makes some basic mistakes — like trying to print when the printer isn't plugged in, or trying to save to a floppy when the drive door is open. After that, we'll begin to test each of the program's modules."

"That's where inspiration and analysis really go hand in hand," Alan adds. "Because every product is unique, there's no way to establish a completely standardized testing procedure. Instead, you have to rely on your knowledge of the machine and its capabilities, and then explore the program itself in as many ways as you can imagine."

Dave expands on this point. "Some Quats begin with the question, 'What's the worst possible thing I can do to this program?' Then they do everything they can to make the program crash. Others start out by saying, 'What would I like this program to do for me?' That way, they explore the outer limits of its features." In either case, Dave explains, Q/A puts each product through all of its paces before signing it out for release.

Compatibility a Critical Issue

Beyond this exhaustive investigation of each program's functions, Q/A addresses a multitude of hardware and compatibility issues. "When we work with an IBM-compatible product, for instance," says Alan, "we not only have to test its performance on an IBM, but on a Tandy, a Leading Edge, an Epson, and a number of other computers as well. Or consider the printer issue," he continues. "At this point, we've got between 90 and 100 printers that we routinely test with programs. And there are more on the way all the time."

With so many different issues to study, we wondered how the Q/A team views its role in the product development process. "More and more," Alan responds, "we're providing a broad range of services for the programmers and product managers. Of course, our first objective is to locate flaws prior to product release. But since we spend so much time working with all different types of machines, and with a wide variety of programs, we're also able to offer suggestions on user interface and program design."

As Alan sees it, Q/A can offer valuable insights based on the end-user's perspective, lending a hand in the front-end of product development. That kind of feedback has been responsible for much of the Q/A team's growth over the past two years. What began with a small group of arcade enthusiasts in Testing, has grown into a Quality Assurance team more than double the size and with an entirely new focus.

And as we walked out of the department, closing the door behind us, we were struck by the fact that the Q/A team has long since grown into its name.

news

WHAT'S THE RIGHT LEARNING PROGRAM FOR YOUR CHILD?

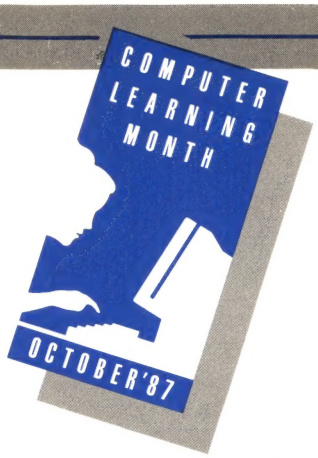
With the world of educational software expanding every day, parents sometimes find it difficult to choose just the right programs for their children's needs. What's a good program for a second-grader who likes to draw? Which word processor works best for a high school sophomore who's just learning to type? And how do you help your kids stay interested when they're doing what, for them, is just another homework assignment?

There are many products in the Brøderbund line that meet these and other educational needs. So we've created the chart below to show you the age groups and skills for which our products are designed. We hope the chart will help you choose software packages that will pique your children's curiosity while providing the kind of educational experience that can complement their normal schooltime activities.

Title	Hardware Format	Ages	Skills	Special Notes
Carmen Sandiego Programs				
Where in the World is Carmen . . .	Apple, IBM, Commodore	9 and up	Geography, reference and research, reading, comprehension.	Highly motivating adventure: mystery format.
Where in the USA is Carmen . . .	Apple, IBM, Commodore			
Where in Europe is Carmen . . .	Apple, IBM			
Print Shop Programs				
The Print Shop	Apple, IBM, Macintosh, IIGS, Commodore, Atari	5 and up	Creativity, artistic and design skills, computer literacy. Creates cards, signs, banners, letterhead and other printed output.	Ideal for new computer users. The Print Shop is required for all Print Shop add-on products.
The Print Shop Companion	Apple, IBM, Commodore, Atari			
Print Shop Graphics Library Disk 1	Apple, IBM, Commodore, Atari			
Print Shop Graphics Library Disk 2	Apple, IBM, Commodore, Atari			
Print Shop Graphics Library Disk 3	Apple, Commodore, Atari			
Graphics Library Holiday Edition	Apple, IBM, Commodore			
Graphics Library Sampler Edition	IIGS			
Science Toolkit Programs				
Master Module	Apple, IBM	9 and up	Experimental science, observation and investigation skills, data collection, problem solving.	Includes probeware and accurate on-screen instruments. Master Module is required for Modules 1, 2, 3.
Module 1: Speed and Motion	Apple			
Module 2: Earthquake Lab	Apple			
Module 3: Body Lab	Apple			
Sensei Programs				
Geometry	Macintosh, IIGS	14 and up	Full year's course on each subject area.	Private tutor software with interactive animation.
Physics	Macintosh			
Calculus	Macintosh			
Productivity Programs				
Type!	Apple, Macintosh, IBM	10 and up	Touch typing, vocabulary skills, reading, writing, computer literacy.	Includes advanced diagnostics and special arcade-style game.
Bank Street Writer Plus	Apple, IBM	10 and up	Word processing, writing, spelling, computer literacy.	Includes on-line spelling checker and thesaurus.
Thinking Cap	Commodore	11 and up	Organizational skills, writing, prioritizing, categorizing.	Outlining program.
Creativity Programs				
Dazzle Draw	Apple	8 and up	Drawing and design skills, creativity, illustration.	Ideal for new computer users.
Fantavision	Apple, IBM, IIGS	8 and up	Drawing, creativity, story skills.	Animation for beginners, creates simple "home movies" and cartoons.
Animate	Apple	11 and up	Animation techniques, drawing, creativity.	Advanced high-quality animation.
The Toy Shop	Apple, IBM, Macintosh, Commodore	11 and up	Manual dexterity, design decoration skills, model-making skills.	20 historical models with working parts.
Showoff	IIGS	12 and up	Creativity, design, presentation skills.	For creating slide shows and transparencies.

ARCADE

Computer Learning Month Brings Its Message Home



In October 1987, the Software Publishers Association and 34 leaders in the software industry sponsored Computer Learning Month, a celebration of the computer's role in our children's lives and educations.

The month-long program was a resounding success. It reached millions of parents and teachers through locally organized Computer Learning Fairs and Back to School Computer Nights, and through an informative booklet, *Everything You Need to Know About Computer Learning.*

Computer Learning Month celebrated the idea that computers are a part of everyday lives. The celebration gave parents the chance to increase their understanding of the educational value of computers, both in the school curriculum and in the all-important home environment. For teachers, it revealed new ways to use computers in the classroom and created a dialogue in which faculty and parents could work together to plan and promote the use of computers in schools.

And for both students and teachers, Computer Learning Month sponsored a series of contests highlighting the artistic, educational and creative potential of computers. Over 40,000 students across the country submitted essays, artwork and collaborative group projects, with each striving to express the benefits that computers can bring to the classroom and home environments.

This first Computer Learning Month has set the stage for yearly celebrations to come. The U.S. Congress has contributed to the program's mission by passing a commemorative bill that establishes October officially as Computer Learning Month. And even before the fervor of the first celebration begins to fade, plans are being laid for Computer Learning Month 1988 — where teachers, students, and parents will explore even further the mind-expanding power of the personal computer.

If you held any special Computer Learning Month activities last year, the coordinator of this year's celebration would love to receive photographs and descriptions of your event. Please send any information to Sally Bowman; 3098 Ramona Street; Palo Alto, CA 94306.

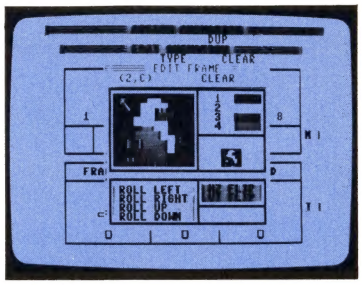
Superbike Challenge Sweepstakes Winner Roars Home on His Prize

Terry Mackey of Belleville, Illinois is the lucky Grand Prize winner of our Superbike Challenge™ Sweepstakes. Once Terry picks up his 650cc Suzuki motorcycle at his local Suzuki dealership, he'll go roaring off for some free-wheeling excitement. First Prize winners J.W. Edwards and Louiz Elvira will enjoy some thrills of their own, with $500 software libraries of Brøderbund products.

Game Construction Kit

The World's Greatest Arcade Game Is Waiting for You to Design It!

If you spend a lot of time playing Commodore arcade games, you probably end up with quite a few late-night inspirations. You might, for instance, dream up a maze-game or shoot-em-up masterpiece. The heroes, the villains, the obstacles and weapons: you have it all planned out. But when you wake up in the morning — *poof* — the entire concept vanishes. And all because you didn't know how to get the idea out of your head and onto the screen.



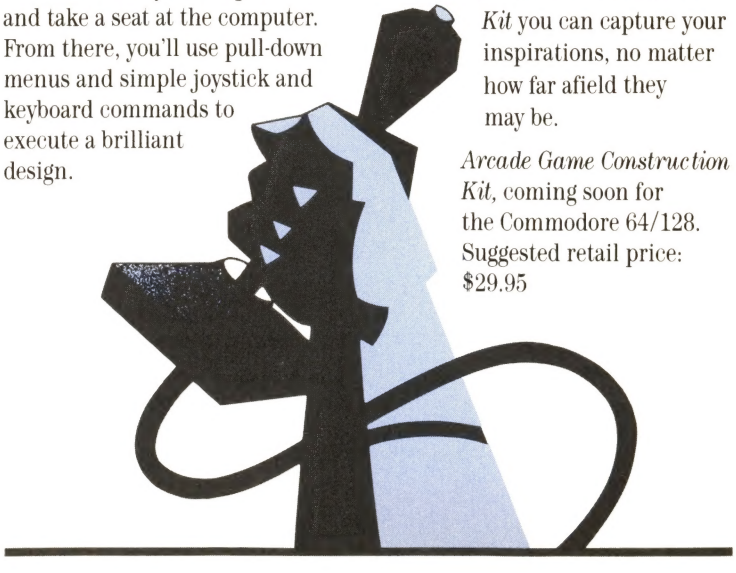
Now you can capture that creativity and put it where it belongs — in your own Commodore's memory. Because with *Arcade Game Construction Kit*™, you can whip up your own arcade classics. Develop fantastically complex backdrops and mazes. Pepper them with booby traps, pitfalls and barriers. And people your game with characters that only your mind could devise. With *Arcade Game Construction Kit,* you'll put your imagination into action. And that, of course, is when the fun really begins.

And you don't need to know the first thing about programming. Just hold onto your inspiration and take a seat at the computer. From there, you'll use pull-down menus and simple joystick and keyboard commands to execute a brilliant design.

If you've got the concept, *Arcade Game Construction Kit* gives you the tools to create it. Four game editors provide access to databases of background patterns, animation, sounds and special effects. Use these building blocks to construct games with as many as 50 different levels, eight different fully animated characters and infinite possibilities for variation. You can even devise 15-level self-booting "Gift Disk" games for your friends to play, so you can spread the word about your design dexterity.

To get the hang of the arcade-game genre, you can start with *Labyrinth Master* — a dazzling arcade adventure that we've included in *Arcade Game Construction Kit* — and modify the game to change the challenge as often as you like. Or, select one of the six Starter Games and construct an arcade game out of pre-designed animation sequences, backgrounds, sounds and special effects. Either way, you'll get an entertaining introduction to the pleasures and the principles of arcade-game design.

So let your creative thoughts roam. With *Arcade Game Construction Kit* you can capture your inspirations, no matter how far afield they may be.



Arcade Game Construction Kit, coming soon for the Commodore 64/128. Suggested retail price: $29.95

news

Helpful Hints

1. I'm having trouble getting my IBM Proprinter™ to work properly with *The Print Shop*. Can you help me with the problem?

In order for the IBM Proprinter to work properly with The Print Shop, *one of the DIP switches must be changed. You must turn switch number 6 into the ON position. To do this, just turn off the power on the printer and snap open the plastic panel on the left side of the printer (it should open quite easily). When you look inside you will find a row of small white switches numbered 1 through 7. Using a fine-tipped pen, CAREFULLY flip switch number 6 into the ON position (toward the back of the printer). Snap the plastic panel back on, turn on the printer's power, and* The Print Shop *should work just fine.*

2. I've got a brand new Macintosh SE™, and I'm finding that *The Print Shop* and *The Toy Shop* won't work properly with it. Help!

Never fear. Although these two programs don't always run smoothly on the new SE, we've come out with an update that will solve any problems you're having. To get this version of the program, just send in your program disks to Software-Direct along with a letter requesting an update for the SE.

3. Exactly how do I use *The Print Shop Graphics Libraries*?

The Print Shop Graphics Libraries *contain many new graphic elements that can be used in your* Print Shop *creations. It is important to remember that the* Graphics Libraries *contain graphic elements only — small pictures, borders, fonts and full panels — not completed creations. When you are creating a piece, the first menu you see presents you with three alternatives: DESIGN YOUR OWN, READY-MADE, and FROM OTHER DISK. DESIGN YOUR OWN takes you to the menus and then asks you to choose graphics from the main program, a* Graphics Library *disk, or your personal data disk. READY-MADE accesses the complete signs, greeting cards, banners, etc. that come with the main program. FROM OTHER DISK allows you to choose completed items that you have saved on your personal data disk. So remember, to access the graphics on your library disks, first select DESIGN YOUR OWN from the main menu.*

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